



Autumn Examinations 2017/ 2018

Exam Code(s)	4BCT1
Exam(s)	4 th Year Examination Computing Science and IT
Module Code(s)	CT421
Module(s)	Artificial Intelligence
Paper No.	1
Repeat Paper	No
External Examiner(s)	Professor Jacob Howe
Internal Examiner(s)	Professor Michael Madden *Dr. Finlay Smith

Instructions: Answer 2 questions from each section. All questions will be marked equally. Use a separate answer book for each section.
Duration 2

Duration 2 hours
No. of Pages 2
Discipline(s) IT
Course Co-ordinator(s)

Requirements: None

PTO

Section A

1.
 - a. Describe how Fuzzy Logic can be used to control a physical system. Your description should include details of each of the steps involved. (9 marks)
 - b. How does Fuzzy Logic differ from conventional 'crisp' logic? What are the advantages of Fuzzy Logic over crisp logic? (8 marks)
 - c. How is uncertainty handled in Fuzzy Logic? Give an example of when this would be useful. (8 marks)

2.
 - a. What are the limitations of Quantitative representation? How does Qualitative representation overcome these limitations? (10 marks)
 - b. In Mycin type systems, if the CF for a conclusion X was deduced to be both 0.8 and -0.3, what would be the combined CF? (Show your workings) (9 marks)
 - c. Give 6 different ways that uncertainty can be introduced into a system. (6 marks)

3.
 - a. What are the differences between the search space in AI search and conventional search? (8 marks)
 - b. Describe how the combination of both forward chaining and backwards chaining could be used to simplify a search to see if a given person is a descendant of William Shakespeare. What assumptions would be made when undertaking the search? (10 marks)
 - c. Describe Depth First Search with Iterative Deepening. How efficient is it compared to Depth First Search and Breadth First search? (7 marks)

Section B

4.
 - a. What do you understand by a 'greedy searcher?' (7 marks)
 - b. Suppose that available coins for change are 50, 20, 10 and 1, and that the least number of coins is preferred. Explain what a greedy searcher will do if the change needed is 60, where a greedy searcher always selects the biggest denomination that will work. (9 marks)
 - c. Suppose that available coins for change are now 25, 15, 1, and that the least number of coins is still preferred. Explain why a greedy searcher will not perform optimally if the change needed is 30, where once again a greedy searcher always selects the biggest denomination that will work. (9 marks)
5.
 - a. In the context of genetic algorithms, explain what is meant by the term 'mutation' (5 marks)
 - b. A software bot (like Mitchell's Robby) is to be developed for collecting cans in a 10 by 10 two-dimensional array. A cell of this array can be empty or contain a can. In terms of context, a bot can see the contents of the current cell, and the contents of one cell north, south, east and west. In terms of actions, a bot can: Move one cell north, south, east, west, move one step randomly (north, south, east, or west), pick up a can in the current cell, or do nothing. A reward should be given if the bot picks up a can in the current cell. However, a fine should be applied if the bot's action is to pick up a can and there is in fact no can in the cell. Discuss the development of a suitable genetic algorithm for this bot (12 marks)
 - c. Do genetic algorithms always find a solution? (8 marks)
6. "Systems like Siri and Alexa represent the current state of Artificial Intelligence (AI), from the perspective of personal assistants. Alphazero represents the more specialised area of game-playing AI." Discuss this statement under the following three headings: Current state of AI-based assistants (7 marks), current state of game-playing AI (10 marks), future trends in EITHER AI personal assistants OR in game-playing AI (8 marks)